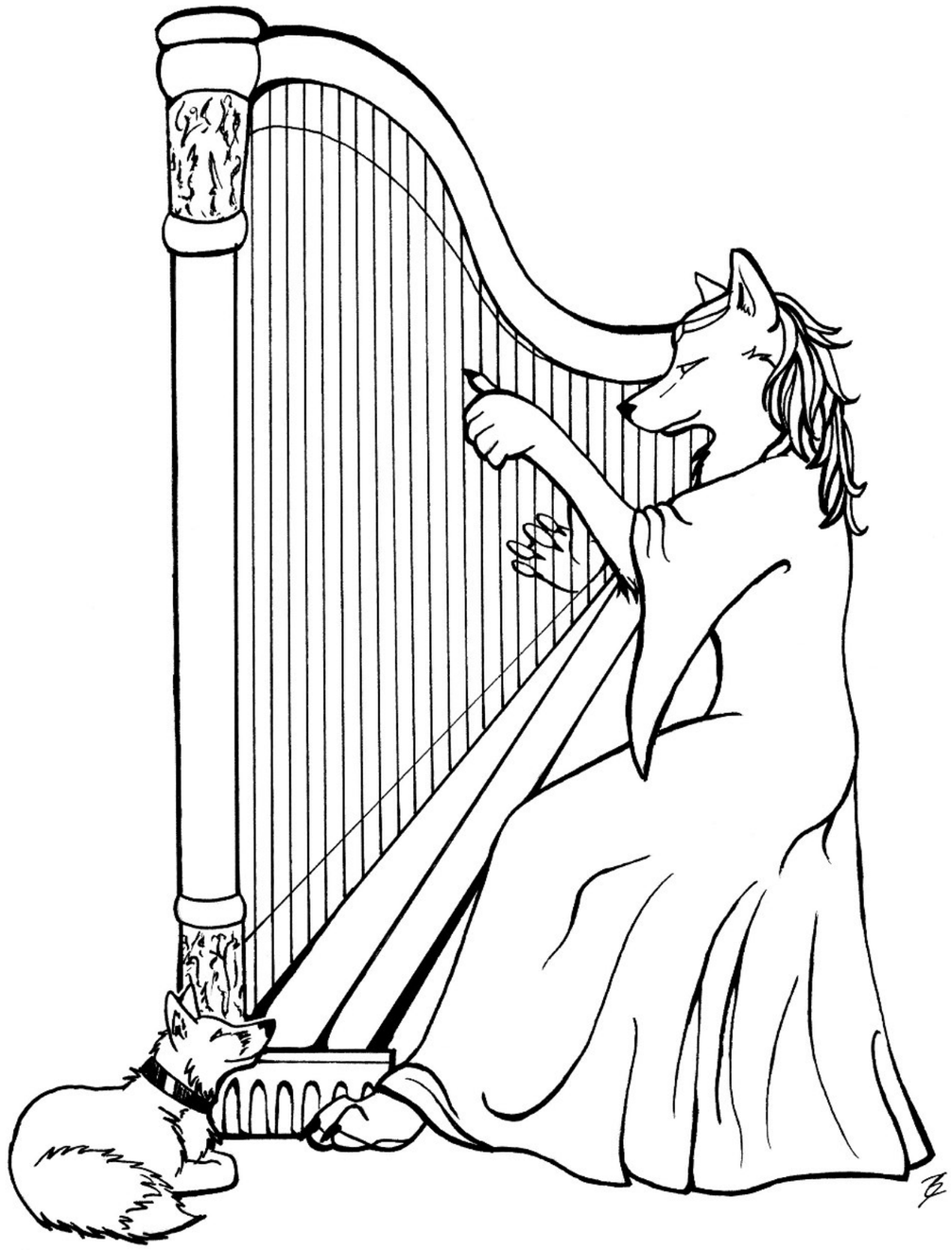
In loving memory

Pienzelchen, Eurofurence Staff Member
✝ 22.April 2005

Eurofurence 11

Songs of the Old Ages



Eurofurence 11
songs of the old ages

EuroFurence XI

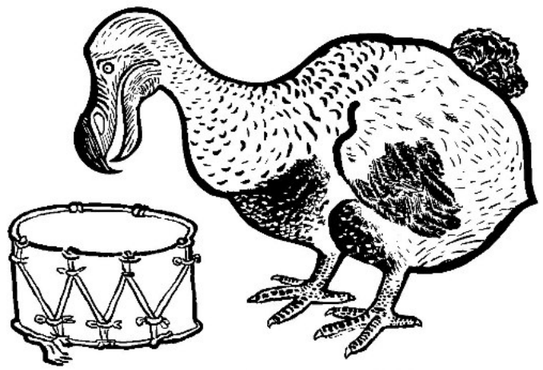


Fig. 2005. — Songs of the Old Ages

Music, Mirth, and Madness

We wholeheartedly welcome our Guest of Honor, Mrs. Heather Alexander! It may seem odd that we're asking someone who has no obvious connection to anything related to furries or the fandom to be our Guest of Honor…

Everyone who was lucky enough to see Heather's solo performance at Further Confusion in January 2004 will confirm that there is something in Heather's music that strikes a strong vibe within many furry fans… and the impact seems to be mutual, as one can see on her latest album, featuring one of her latest songs called "Animals all the Same", which was inspired by her experience with the furry crowd.

Music is the universal language, and it has always had its place in the furry fandom. Confurence used to have its own filking track. There have been many performances and jam sessions at previous Eurofurences. Musicians from all over the world have been collaborating, producing their own CDs, writing furry-inspired songs. Naturally, a fandom based on fiction, fantasy and roleplay is very heavy on the side of visual arts, and it literally has been rather quiet concerning musical activities within the fandom lately...

We want to bring the music back!

Interests, Ideals, and Insanity

They're coming to take me away, HA HA
They're coming to take me away,
HO HO HEE HEE HA HA
To the funny farm
Where life is beautiful all the time
And I'll be happy to see
Those nice, young men
In their clean, white coats
And they're coming to take me away,
Ha-haaa!

This year, more people than ever have asked me, "Cheetah, why are you doing this? Do you really think it's worth it? Aren't you completely insane to go through all this stress?". I thought about this question, and suddenly it became clear to me why it is so hard to find an appropriate answer: The question is based on a wrong assumption! Contrary to popular belief, Eurofurence is not about me. I don't know how people always get this idea. Yes, sure, I am the one who takes the blame, and I tend to be in the spotlight more often than others, but let's face it: Isn't it one of the jobs of a chairman to be a representative? Eurofurence is an enormous effort, not just by me, but by a large team! The first reason why we're putting so much work into EF is, because we think we owe it to the people. At least in Europe, Eurofurence has become an integral part of furry culture and lifestyle. There is just no other thing like it. Nothing is more satisfying than having a full year of hard work rewarded by the applause and the happy faces of 400 attendees. It simply gives you a very good feeling of doing something right.

As I said before, Eurofurence is an enormous team effort, and at least in the core team, nobody is dispensable… or Eurofurence would stop being what it is today. So, the second reason why we're putting all this effort into the convention is, that we, the members of the team that makes Eurofurence, owe it to each other. Yes, indeed, it takes a certain level of insanity. But it has always been worth it. And my special thanks go out to Nightfox, who has been the strongest support I've ever had as a chairman.

Yours truly,

Sven "Cheetah" Tegethoff
(Chairman, Eurofurence e.V.)

Rules of Conduct

Eurofurence strives to give as many people as possible a fun time. Most of the convention is open for general audiences, except for Art Show and Dealer's Den. If you are under 18, you will only be allowed admittance to those areas or events which are appropriate for a general audience. Please always wear your badge, think of it as your admission ticket. If you fail to show your badge when security asks you to, you might be asked some uncomfortable questions.

Adult members, please be aware that minors may be present in nonrestricted areas, and consider what kind of material (comics, art, or sketchbooks for example) you want to show or pass around.

General Conduct

Eurofurence likes to present itself as a small, but professional convention. We also hope that each attendee has all the fun that our wide-ranging community can provide. Please be considerate of how your actions reflect on the convention and how they may impact or affect others.

We take pride in our appearance and we want you to as well while still having fun. Offending newcomers, visitors and consite personnel is not appropriate. Impressing them with how much fun and enthusiasm we have in our fandom *is*. What you consider to be acceptable behavior may not be so for others. We encourage that courtesy from all participants in our community.

Costumes and Clothing

Use your common sense in public areas inside the building, and especially when you are outside. If you have to ask or think twice about doing it in public, take it to your room. For example, kissing and holding hands, regardless of sexual orientation, is fine. Groping, tongue battles, nudity and beyond, regardless of sexual orientation, is *not*.

While collars and leashes may be worn discreetly, blatant displays of bondage and BDSM in public are not allowed. Public exposure of genitalia, buttocks or (female) breasts is not permitted. As a rule, a minimum of a non-thong bathing suit must be worn at all times in public areas. "Anatomically correct" costumes must be likewise clothed. Security may ask you to stop an activity or to move it to a private room. Repeat offenders may be required to leave the convention.

Harassment and Assault

No means no. Stop means stop. Go away means go away. If someone won't understand these simple rules, contact a helpful member of security. They have the right to exclude attendees from the convention for not following these commands.

Harassment is any behavior that intentionally annoys or alarms another person. This includes unwanted physical contact, following someone around in a public area without a legitimate reason, or threatening physical violence. If you are being harassed, immediately go to any member of security. The offender may be excluded from the convention and the matter may be referred to the proper law enforcement authorities.

Alcohol and Parties

Eurofurence does not tolerate the serving of alcohol to minors. If you have a private party at which alcohol is served, please designate

a responsible adult to not drink, so that there is a fully competent person present to deal with any emergencies that might arise. Eurofurence does not tolerate the use of illegal substances.

Violation of the above rules could subject you to the immediate exclusion from the convention and referral of the matter to other authorities. The last thing we want is for someone attending our convention to end up in the hands of the local law enforcement authorities, in the hospital, or even worse.

Privacy and Room Sharing

While room activities can be considered private, accomodations are not off limits. Regulations regarding alcohol and drugs are still in effect. Also, please be considerate of people sharing the room with you. Space is limited – room assignment may group you with someone who does not join in, nor care much for your activities. They are guests too, so please try not to annoy them too much.

Water Pistols

Due to the potential damage to property (of the location as well as of attendees), water guns, silly string and the like are prohibited inside the buildings. When playing outside, please do not hit any bystanders. Artists are present. Destroying original art, sketchbooks, comics, or prints is not considered funny, and will definitely limit your chances to get a free sketch. Ever.

Weapons Policy

Since this year's con takes place at a medieval location, many guests will want to wear appropriate costumes, which may include weaponry. Please note that all weapons are subject to the (rather strict) German law, from a simple knife to an elaborate broadsword, *especially* if they are bladed!

Generally all weapons must be checked by the security staff. If a weapon is part of your costume, please ask someone of our security staff to approve it. You may be asked to leave your weapon with security, or in your room, if it is deemed too dangerous to carry around.

Do not engage in swordplay or mock fights on the con premises. Have your weapon peacebound to show others that you are here to have a good time and not to behead someone, which would be most inconsiderate.

If you are performing an act on stage (or similar public display) that includes weapons play, you *may* be allowed to draw your weapon for the act, but you need to consult your stage manager beforehand.

Handle your weapon, even peacebound, with the appropriate care. We do assume that, if you are carrying a weapon, you know how to behave safely. Remember that even relatively harmless items like staffs or foamcore swords can cause injuries in a crowded place. Try not to toy around with them.

Please observe the separate Weapons Policy Flyer which explains the rules in greater detail. We apologize for the strict rules, but even a themed Eurofurence is not a medieval re-enactment con, and our guests cannot be expected to know their way around armed warriors. ☺

Photography and Videotape

Eurofurence wants you to have great memories from a fantastic convention. Photographs and videotape footage by attendees are generally allowed in all common areas of the convention with the exception of the Art Show and Dealer's Den. Specific rules regarding these matters may exist for selected events.

When photographing or videotaping individuals or costumes, please use common courtesy and ask before photographing them. Please respect their rights if they do not wish to be photographed or videotaped.

Individuals may take pictures and videotapes for private viewing or sharing with friends. Photography or videography for the purpose of sale or publication to the press is expressly forbidden unless written permission has been obtained from Eurofurence e.V.

Some events will be videotaped for the purposes of producing the convention highlights video. Videotaping will also be conducted in public areas of the convention. No videotaping by convention staff will be conducted in guest rooms or in any other areas where an attendee has a reasonable expectation of privacy.

Attendees should be aware that footage gathered in public areas of the convention – including events and panels – may be used in a highlights tape, and that attendees may appear in that tape without compensation. Eurofurence will require a release only for footage that is obtained in areas that are not fully public (i.e. private functions and personal interviews.)

And please, no flash photography during the Saturday Night Show!

The History of Nuremberg Castle

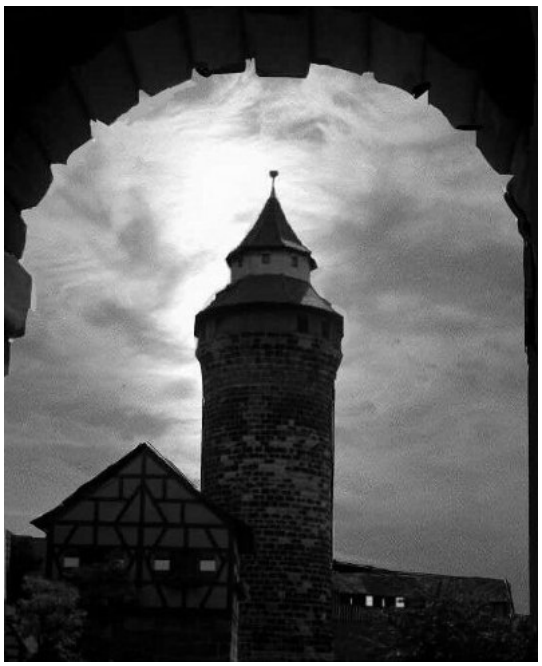
On the north side of Nuremberg's old city you'll find the powerful buildings of the castle, which used to be one of the most important fortresses of the Middle Ages. The sandstone cliffs on which the entire collection of castle buildings are built, are towering high above the oldest part of the city.

The castle was built in three stages:

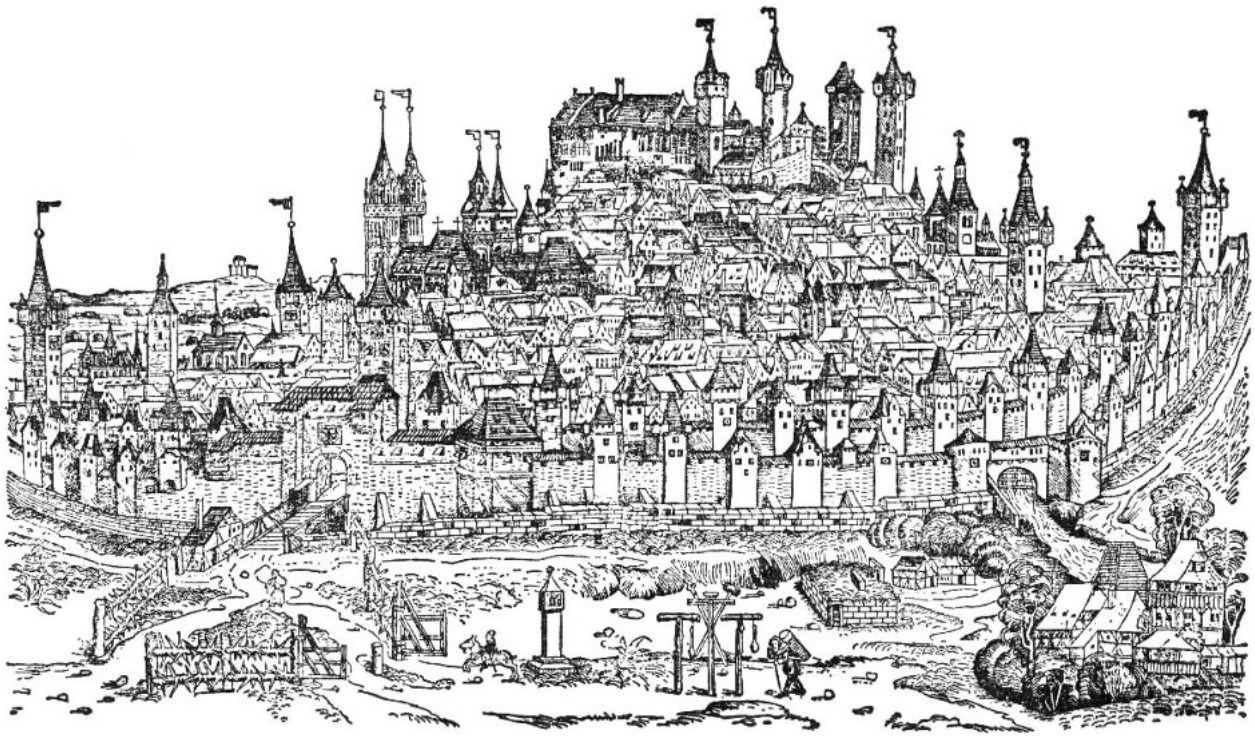
1. Burggrafenburg (Castle of the Governor of the Fortress),
2. Kaiserburg (The Emperor's Castle)
3. reichsstädtischer Teil (Part belonging to the Imperial City)

In the pictures, you can see the Fünfeckturm (Five-Cornered Tower), which is the oldest building in the city and belongs to the Burggrafenburg. In the picture, it is located in front of the Kaiserstallung (Emperor's stables), which the city operations manager, Hans Behaim, built in the third phase, in 1494–95.

This grain storage building served for keeping the horses, when the emperor visited Nuremberg and the Reichstag (Imperial Diet) met. This building has been entirely refurbished in the 1980's, and serves as a youth hostel today… and, among other things, as the convention location of Eurofurence 11.



The Kaiserburg was built in the 12th century as a fortress, under the rule of Konrad III. and later Friedrich I. Barbarossa. In the pictures you can see the powerful Sinwellturm (Round Tower), which originates from the same period of time and whose middle-high-German name, sinwell, means "round". The Kaiserburg and particularly the Sinwellturm mark the silhouette of the old city, and metaphorically the Kaiserburg represents the long history of Nuremberg.



Eurofurence Sponsors

Eurofurence wishes to thanks all sponsors. Only your generous support makes it possible to keep the overall con fee as low as it is, and still allowing for all those special treats that make Eurofurence the great con it is.

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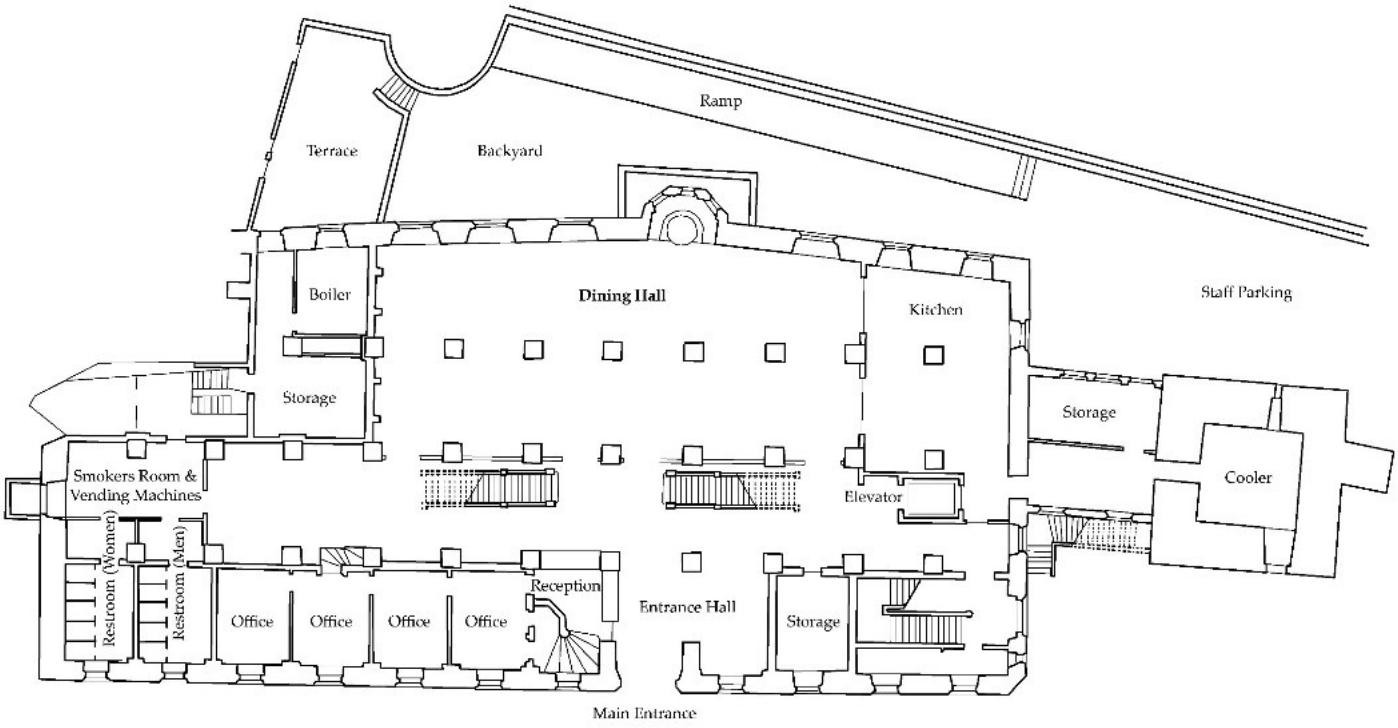
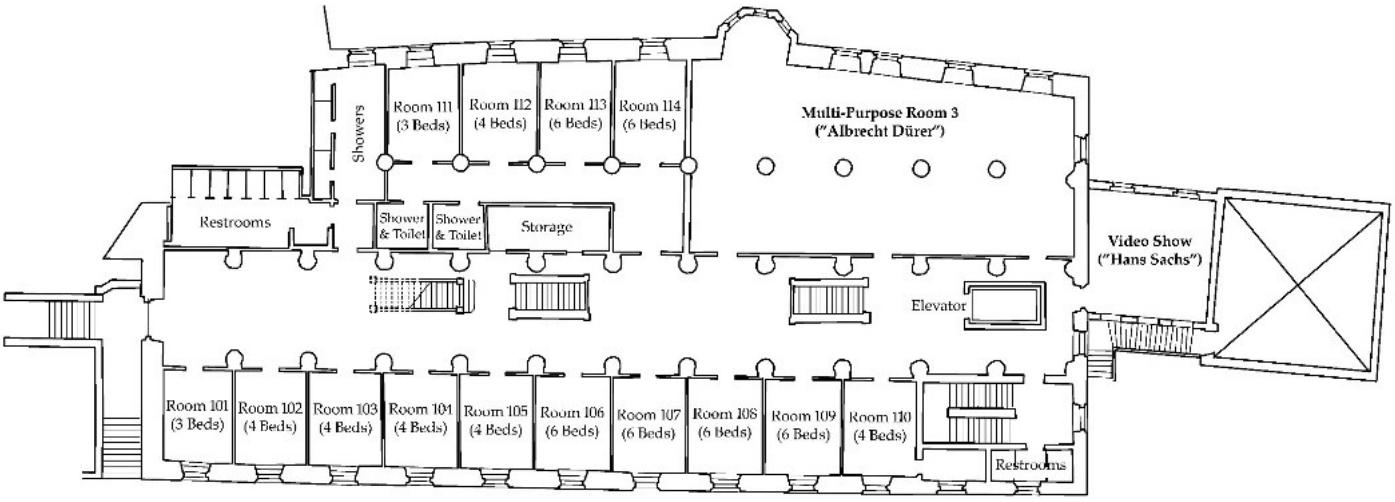
Floor Plans

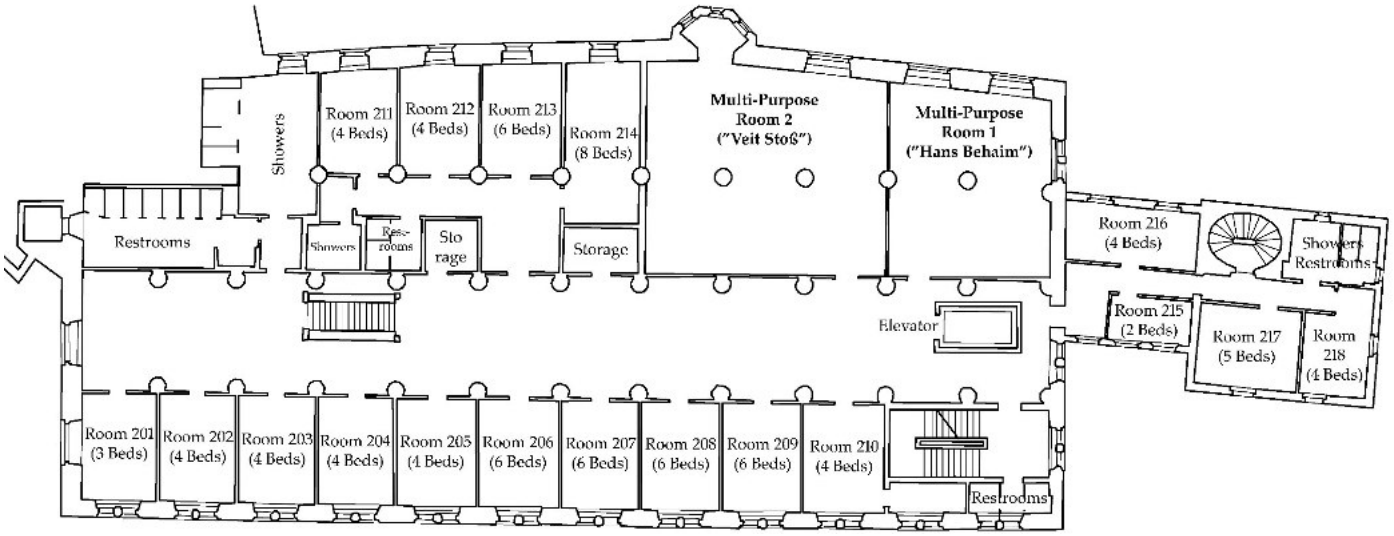
Floor E: Dining Hall



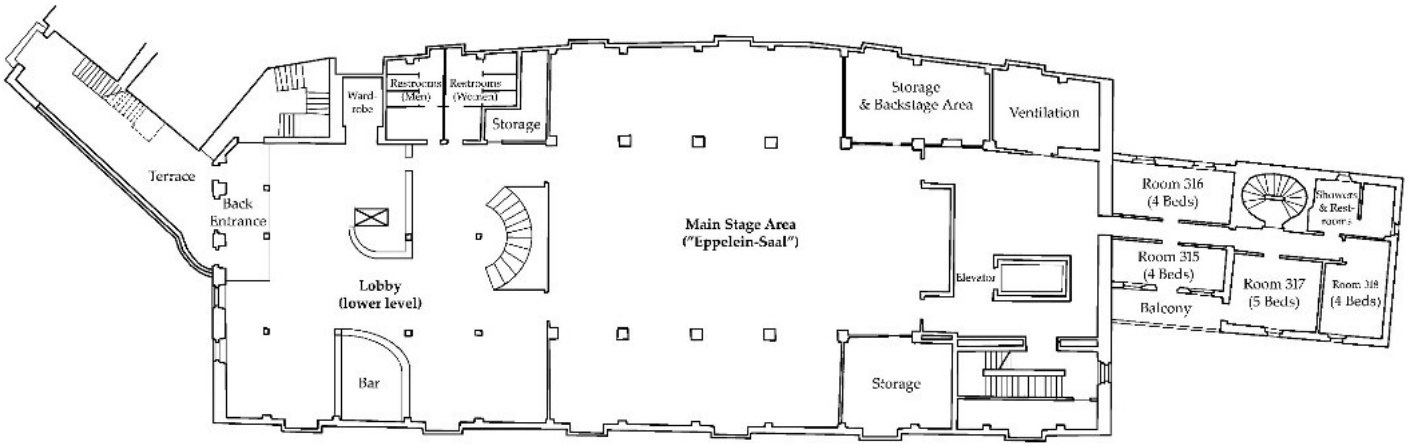
Floor 1: Room 3 (Albrecht Dürer), Video Show (Hans Sachs)



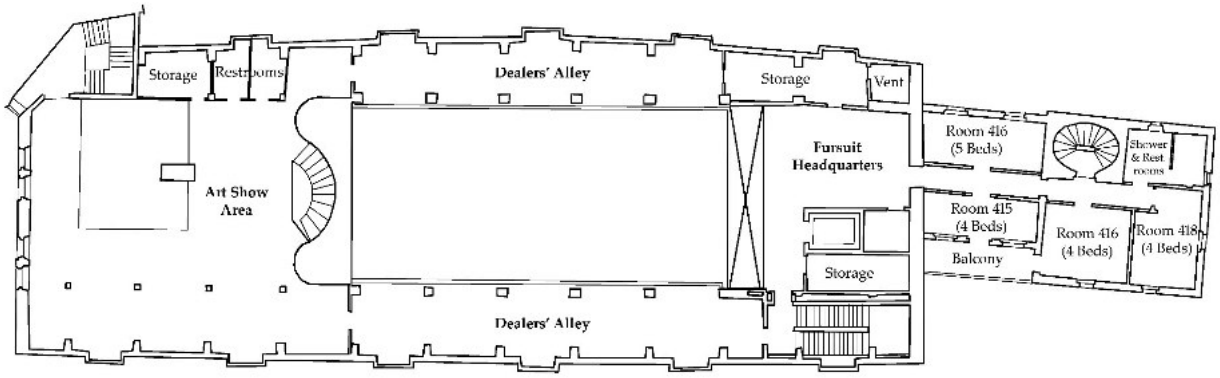
Floor 2: Room 1 (Hans Beheim), Room 2 (Veit Stoß)



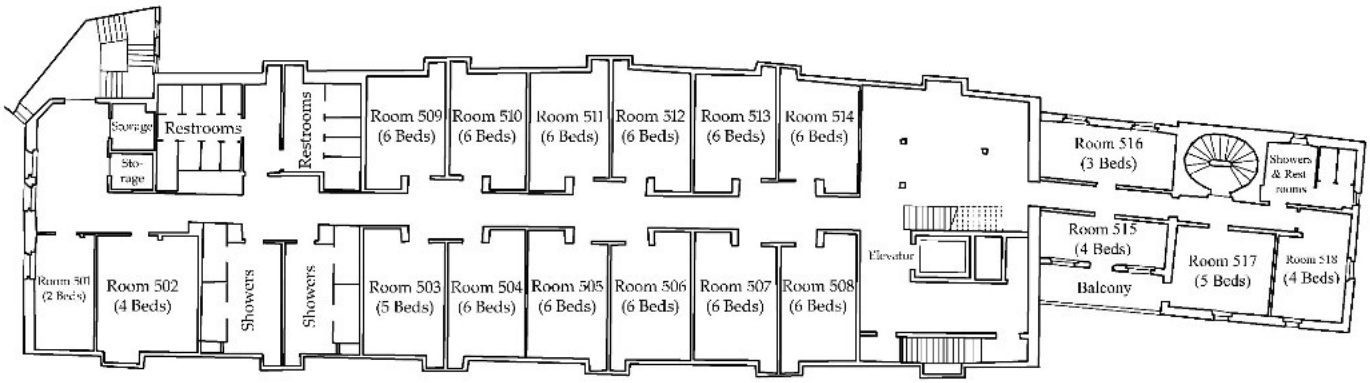
Floor 3: Stage, Lounge / Bar, Entry to Art Show & Dealer's Alley



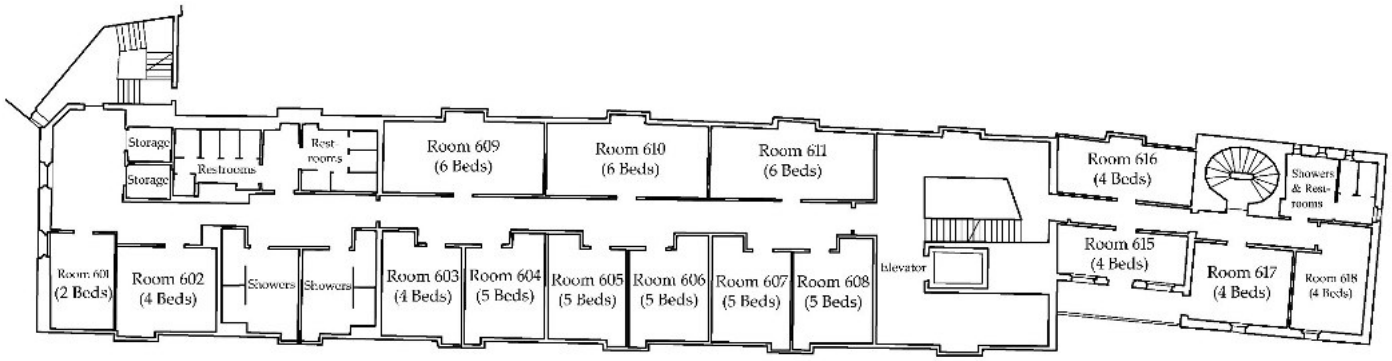
Floor 4: Art Show, Dealer's Alley, Fursuit Headquarters



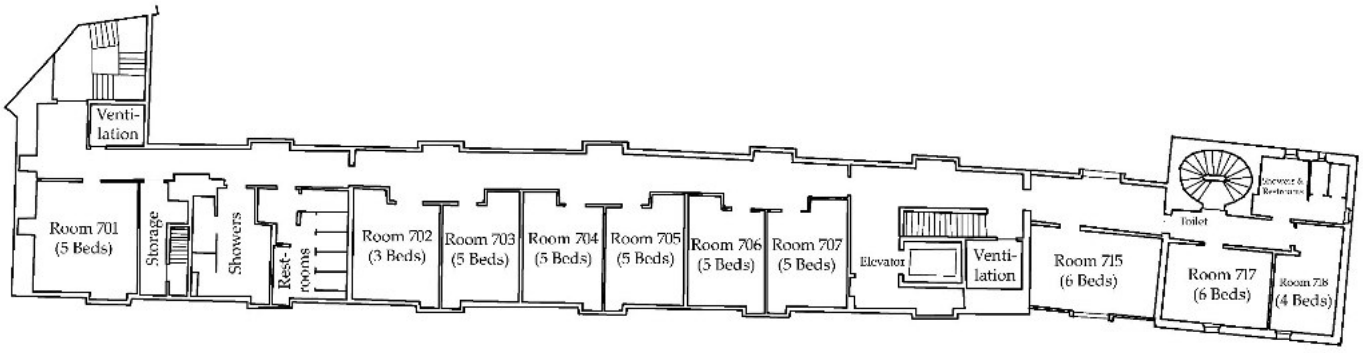
Floor 5: Living Quarters, Room 501–518



Floor 6: Living Quarters, Room 601–618



Floor 7: Living Quarters, Room 701–718



Nuremberg Castle - July 21.-24. 2005
Euro Furence XI
Black Unicorn
dowpane .
through my mane ,
bright .

Heather Alexander

Singer/Songwriter and Celtic Fiddler

Photos by Philip R. Obermarck ©2001 Sea Fire Productions Inc.

Born in the San Francisco Bay Area, Heather Alexander was raised with the customs of the Isles firmly bred into her by her mother and grandmother, both natives of Britain. Her father, a full blooded Missourian and a prominent jazz vocalist/guitarist of the forties began Heather's formal education at the age of six when he started teaching her music. By age nine, she was teaching herself to play the violin. She later began composing songs on guitar, and honed her skills with several years of private study in music, voice and drama. Heather has performed in a broad spectrum of contexts – from opera to country music.

In 1985, she found her niche in Celtic music by playing fiddle for the Irish and Scottish dancers at California's largest Renaissance Pleasure Faire. Since that time, her original music has been heavily influenced by the traditions of her roots. In the late 80's, Heather began to experiment with blending her original compositions, electric instruments and traditional Celtic music, which led to the formation of Phoenyx, her Celtic Fusion band.

Together, they performed original and traditional music with a solid rock and roll sound, eventually producing one album, Keepers of the Flame, which was released on Heather's own label, Sea Fire Productions, Inc. early in 1990. Both the album and the band achieved a high degree of local popularity, and fame. In 1991, when Phoenyx disbanded, Heather returned to her acoustic roots and embarked on a solo career.

For over ten years, Heather has been performing solo at pubs, coffee houses and

festivals from L.A. to Seattle, and across the nation. With guitar, fiddle and bodhran, she presents original and traditional Celtic music that is received with enthusiasm by audiences of all ages. She has worked with and opened for many notables, including Tempest, Tommy Makem, the Clancy Brothers, Tom May, Darby O'Gill and the Wicked Tinkers.

She has performed on several albums, either as an instrumentalist, vocalist, composer or arranger. In 1994, Heather produced her first solo CD, Wanderlust, a collection of original music based on traditional Celtic themes, described by Dirty Linen Magazine as "…tunes and stories that rarely fail to delight, especially with that incredible voice and wild fiddle playing… rivals many Celtic artists for capturing the legendary nature of the Emerald Isle." Released on her independent label, Sea Fire Productions, Inc., Wanderlust has been well received across the U.S. as well as internationally.

Heather has released five subsequent albums, and each one has been equally successful. In 2001, she debuted her band, Uffington Horse, performing a synthesis of Celtic Folk and World Rock. With bass and percussion backing her up, she can present an eclectic folk rock sound that keeps the audience dancing!

"My horn is forged of silver fire,
my shoulders bear leathern wings.
I am the nightmare of your own desire,
I am the song that the Devil sings.
Hellfire dancing in my eyes,
my coat is as black as coal.
Mortals are so quick to hypnotize,
and then I merely take your soul."

—The Black Unicorn

"We each meet our animal in its time and place
While gazing into its eyes, we see our own face
It'll teach us and guide us if we but call its name
For under one starry sky we're animals all the same."

—Animals all the Same

2, the Ranting Gryphon

Defender of Truth, Justice and the Furry Way

2, The Ranting Gryphon was born in August of 1972 in the southern U.S. where he currently lives. He's had a plethora of different jobs, but has primarily been a performer ever since he was a rock guitarist in the mid 80's. He broke into comedy in the sci-fi/fantasy community in the late 90's and has since become a professional comic, working on a small national tour. In his increasingly smaller amount of free time, he enjoys movies, creating art, inciting riots and plotting to take over the planet.

The following pages are an official example of 2's rants. The text contains bad language and nasty words, is not sanitized for your mental health, will possibly offend half of the readers, and should not be read by anyone who has not been properly conditioned by at least five selected South Park episodes. And aren't we all happy he's not talking about our own con? And our own fandom? Uh, then again, maybe he is...

(Your Editor)

2 THE RANTING GRYPHON

Aah, AnthroCon! Nothing like 3 days and nights of furry convention to make you feel like you've been hit by a fucking truck. Oh, it was a beautiful convention! There *were* a few problems, like, ah... oh, we had to drive 1200 miles to Philadelphia, then turn around and drive *back* to Ohio, just to get into the registration line! Furs were dying of old age in the fucking registration line, pre-reserved seats clasped firmly in their stiff, dead paws!

And, you know, some furs are a bit overweight, you know? Well, OK, some furs are *way* overweight! Some furs are tremendously, fucking "feed-Africa-for-a-year" overweight! Like, so overweight that the smaller furs were getting caught in the gravitational pull and orbiting these big motherfuckers, you know?! And I know what happened! I know, I know the evil plot behind it all.

AnthroCon people were sitting around and saying "hmm, we've sold out this hotel, how can we squeeze more furs in here next year? I know! We'll break the fucking elevators and make them walk up 12 million flights of stairs until they're sweating cooking grease and cheese whiz and falling over from cardiovascular seizure! Then we'll put them in a registration line that starts in fucking Kairo! And with no food, by the time they get to registration desk, they'll weigh like 12 fucking pounds, and we can stuff 40 of them in one room!"

OK, well, no. Probably they didn't do that. And every furcon is going to have a couple of problems. But overall, it was a wonderful, excellent convention. The staff was really great, there was tons of things to do, I got to hang out with some very special people. And thanks to everyone there and all the people who came up to say "hi" to me and made me feel like I'm somehow worth something.

But you know what the best thing about going to a furcon is? I get to feel like I have these big, 100 lbs gryphon balls of death! I get to wander around in a hotel with more furs than there are people in Bob Dole's shitty little hometown, and that rocks! So what am I doing here? I'm walking around the halls, planning my Furry Army Of Doom to take over the world, that's what I'm doing. And I can do it, right? I can put together a proud, brave army that can take over Disneyland and bitchslap that stupid mouse until he screams like a gay stud during springtime, right? Right?

Well, no, I can't! Because, you see, I'm walking around the con and I run into this fur and he's whining! He's fucking whining! In the middle of the biggest furcon in the universe, he's whining! So, I'm thinking, you know, this really must be serious, you know! I mean, Osama Bin Laden must've blown up the fucking Altoids factory! Or something! Has to be earth-shattering, right? No, it's not! I'm listening to this guy going about how the waiters in the restaurant made *fun* of him and treated him like a freak and he doesn't wanna be freak and what a world, what a world...

SHUT UP! SHUT UP, SHUT THE FUCK UP! Why can't I have a furry army of death? Because the fandom has no balls, that's why! What happened to our balls? I mean, where did they go? When I jerk down the pants of the fandom right now, all I see are these shriveled, little raisin-looking things. Of course you got treated like a freak, nimrod! What did you expect? "Why look dear, there's a person wearing a panda suit in the middle of Philadelphia, but he seems intelligent and he's not hurting anyone, so he's OK! We should invite him home to marry our daughter!" Is that what you thought it

2 THE RANTING GRYPHON

was gonna be?! What, have you been living in Barbara Bush's cleavage for a hundred years or something? Where did you get the idea that the world was a reasonable place?

And see, that's the next thing that happens. I get some smartass fur, some fur who's supposed to be intelligent telling me "No, furs should not expected to be treated like freaks because it's wrong." Wow, uh, OK, you know what? "Hey Hitler, you shouldn't be gassing all those Jewish people because it's wrong!" "My goodness, you're right! I'll stop doing it right away!" Is that what you're thinking is gonna happen? You think the world cares what it's doing wrong? An LA cop shouldn't beat the shit outta me just because I flip him off, right? Let's go try that!

You know, you're right. You're right, though. I mean, being a fur, there's nothing wrong with it! We're not hurting anyone! Even if we're wearing fursuits to work, we're not hurting anyone, okay? If we're eating our dinner at the restaurant by stuffing our face in the plate like a dog, we're not hurting anyone, so people should not treat us like freaks, right? But you know what? They're gonna do it anyway! Did you think for one second that this world was NOT filled with morons? Since when did people give a shit about what they should and shouldn't do?

What, what am I saying? Am I saying not to be a fur? Am I saying to run and hide when the world decides to treat you like the 3-armed farting psychoboy on the short bus? NO! What I'm saying is that when you dress up in a fursuit and go bouncing around in public like Barishnikov on a subway rail, you're going to be treated like a freak, no matter how much you think you shouldn't be! Don't think for a minute that you won't! And you know, I DON'T want to see furs bouncing around in public and making idiots of themselves, but they're gonna do it whether I like it or not.

All I'm asking is that when you *do* and someone calls you a freak, take it like a fucking man! Don't run off limbering! The fandom is just starting to get some attention here, what, do you think you can just pack it in and run home as soon as it gets rough? "Oh, they're calling me names, run away, run away, run away!" No, you wimp, get back in there! You're gonna walk around with ears and a tail, then you're gonna take the flak for it, OK? Get some Nike air-pump balls or something! I like to see big, dangling furry balls!

When someone comes up to a fur and says "Oh, you're wearing a tail and ears, you're a freak", you better not run away like some inbred dopey tailor kid in a slapfight! You know what I wanna see? I wanna see that fur look back and say "*I'm* a freak? You're wearing a shirt made from sheep, shoes made from a cow, buttons from horsehooves and all sorts of dead animals to paint your ugly-ass faces and my tail and ears are synthetic, so *eat me*!" I wanna see that! That's what I wanna see!

Hey, I'm not saying the society is right, you know? But, if you're gonna do something that's socially unacceptable, accept the consequences with a bit of dignity! No social change has ever come about without freaks! Einstein was a freak, Ben Franklin was a freak, Martin Luther King was a freak, you should be proud to be included in those ranks, all right, instead of whining about it! So pump up those balls, get out there and be furs, and quit whining!

This is 2, your proud Ranting Gryphon,
and that's all I have to say about that.

General Events

Fursuit Headquarters

The Fursuit HQ is a place where you can meet fellow fursuiters, dress up, undress, or just go “headless” without being watched by anyone else than just fellow fursuiters. The room is located on the 4th floor, and is very easy to reach: Just step off the elevator, and you’re there.

Art Show & Auction

The Art Show is open on Friday and Saturday afternoon. As usual, a large amount of artwork will not only be on display, but also for sale. You can place bids on individual pieces by putting your EF Badge number and the amount of your bid on a little piece of paper called “bidsheet”, which is attached next to the piece of art being for sale. The person with the highest bid wins.

You can place bids as long as the artshow is open. However, only a limited number of bids can be placed on the bidsheet. When all lines are full, the piece goes to the auction, which takes place on Saturday evening. The auction is an American style auction, hosted by the incredible Uncle Kage. Bids are placed by shouting your bid amount. When no more bids are placed, the auctioneer counts “going once, going twice... SOLD!” and the piece goes to the highest bidder. Payments must be made in cash, the mandatory currency is the Euro. Although an auction can be a lot of fun, it’s still serious business: Bids are legally binding, so don’t bid more than you can pay!

Art Sales (pickup and payment) takes place on Sunday morning. Don’t forget to fetch your art! No one’s gonna carry it after you, and if you miss to pay, your art’s artist will not be happy.

Dealer’s Alley

Formerly known as the “Dealer’s Den”, this event now carries a new name because due to room constraints, it has been stretched out in two large rows. The Dealer’s Alley is open Friday and Saturday afternoon, and as usual everything a furry fan’s heart could wish for, will be sold.

The Camp Fire

Having moved our Convention from the great outdoors to a more urban location, we’ll have to slightly cut down on our pyrotechnical ventures. But still, we have got the permission to put up a little fire pit outside, on the lower terrace behind the dining hall. So, if the weather permits, there’ll be a nice little fire to gather around and gaze into. The fire will be put on in the late evenings.

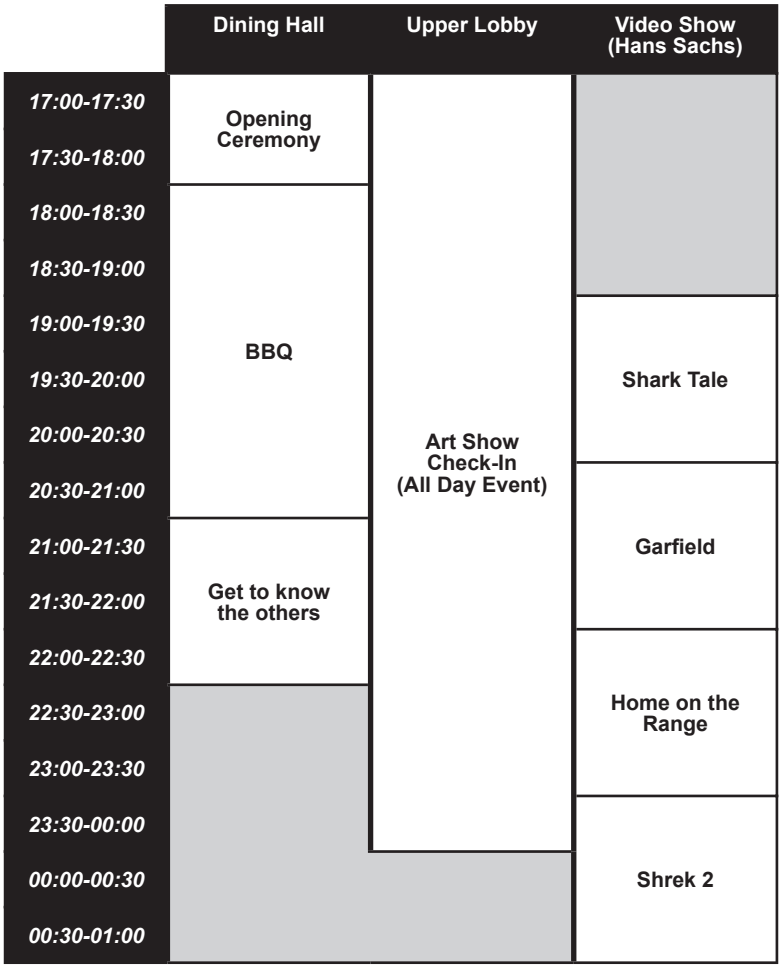
The Con Lounge & Bar

Located in the lower lobby area of the main hall on the 3rd floor, this is meant to be one of the main areas for everyone to hang out, meet, and maybe have a drink. The bar will serve soft drinks and beer from late afternoon until midnight. The room itself will be open all day on Friday and Saturday, including the upper terrace, a nice place to sit outside. To get there, take the stairs or the elevator to the 3rd floor, and walk across the main hall.

Video Show

Once again, Eurofurence will show a selection of movies and shorts, some due to their popularity, some of them hard to come by in Europe. Please refer to the video program guide for details.

Timetable – Thursday



Opening Ceremony & BBQ

The official start of the convention, with a few words from the chairman. Grillmaster Akeela will then take over, running the traditional Eurofurence opening Barbecue. Don't worry, there'll be plenty of food for carnivores and herbivores.

Artshow Check-In

Artists who want to display artwork in the art show can go to the art show room, sign in at Watani's desk, and hang their own artwork. If you're too stuffed from the BBQ, there'll be another chance Friday morning.
This is an all-day event starting as soon as the panel setup is finished and going on until all art is hung, or the clock strikes midnight.

Get to know the others

You have never been to a Convention before? You don't know anyone in the crowd around you? You would like to spend the days with other like-minded furs instead of running over the place all alone – but you are too shy to talk to others you don't know? Or you are an old hand in the community, but still like to meet new ones? Then this one is for you. We'll meet up, play some games, start some talking and exchange a few stories. You can bring your cardboard games, plushie collection or anything else if you like, so you have something to do with your new friends when the event is over.

Timetable — Friday

	Stage Area (Eppelein-Saal)	Room 1 (Hans Beheim)	Room 2 (Veit Stoß)	Room 3 (Albrecht Dürer)	Gallery	Upper Lobby	Video Show (Hans Sachs)
08:00-08:30	Breakfast Break						
08:30-09:00							
09:00-09:30							
09:30-10:00							
10:00-10:30	Jam Session		Fursuit Roundtable	Dance Dance Revolution	Dealers' Setup (Dealers only)	Art Check-In (Artists only)	Silberflügel (1–6)
10:30-11:00							
11:00-11:30							
11:30-12:00							
12:00-12:30	Lunch				Break		
12:30-13:00							
13:00-13:30	Fursuit Parade Start						Father of the Pride (1–6)
13:30-14:00		Walking with Inhuman Spirits	Meet Heather Alexander		Dealers' Alley	Art Show	
14:00-14:30							
14:30-15:00							
15:00-15:30	Smoking Pencils — The Game Show			Sculpting and Modeling Workshop			Fraggle Rock
15:30-16:00							
16:00-16:30							
16:30-17:00		3D Portfolio Review	Furries and Journalists				Pride
17:00-17:30							
17:30-18:00							
18:00-18:30	Dinner Break						
18:30-19:00							
19:00-19:30	Heather Alexander In Concert						Balto 3
19:30-20:00							
20:00-20:30							
20:30-21:00							Rock & Rule
21:00-21:30							
21:30-22:00	Uncle Kage vs. "2"						
22:00-22:30							Silberflügel (7–13)
22:30-23:00							
23:00-23:30							
23:30-00:00							

Jam Session

This is the creative counterpart of the furry music café. All musicians are invited to bring their instrument, and jam along. Everyone may join, there is no schedule or set list, just spontaneous fun and lots of loud noise! Of course, if your voice happens to be your instrument of choice, feel free to join in and sing!

Fursuit Roundtable
Hosted by Chairo

The Fursuit Roundtable is supposed to be a “meet and greet” for costumers and future costumers. People can introduce themselves around the room, and chat about their involvement in costuming, what they want to learn, what they have done or whatever they would like to talk about. It’s going to be an open forum for discussion on anything costume related, including performance, construction, charity, public relations, do’s and don’ts ... you name it.

Dance Dance Revolution
Hosted by Alex Eagle

You get the opportunity to try Konami’s Dance Dance Revolution, the amazing “Dancing Simulation”. As song plays, arrows scrolling across the screen, which have to be matched by your dance steps on a special sensor mat. Alex Eagle will help you getting started, and give you advice for better dancing skills! Fursuiters are welcome, too!

Dealer’s Alley Setup

Dealers should meet the Dealer’s Alley’s manager, BigBlueFox, at the Dealer’s Room, and bring their merchandise to set up their tables.

Art Check-In

Artists who want to display artwork in the art show can go to the art show room, sign in at Watani’s desk, and hang their own artwork.
Note: You may need to approach the art show through a detour due to other setup activities. Please observe the on-site signs, or ask a staff member.

Fursuit Parade
Organized by TaniDaReal

All fursuiters join up for a parade through the entire con site! The parade starts at the main stage, if you want to take part… make sure you’re there in time!

Walking with Inhuman Spirits
Hosted by Timothy Albee

Although the main characteristic that most furry fans share is a special appreciation for anthropomorphic animal characters, for some of us, being a furry goes much deeper than that. Many feel that there is a deep spiritual connection between themselves and their animal spirit. Timothy invites you to come and discuss with him, about carrying your unique spirituality through every day life.

Meet Heather Alexander
Hosted by Eisfuchs

This is your chance to meet our Guest of Honor up close, ask all the questions you always wanted to ask, and maybe even get your CD signed. If you’ve never heard of Heather Alexander before, this is a very good opportunity to get to know her better.

Smoking Pencils – The Game Show
Hosted by Akeela

The makers of “Advanced Dares & Dangers”, “Leopardy” and “Fur wants to be a millionaire” proudly present the ultimate artistic challenge! Six candidates will be chosen to compete against each other in two teams, having to perform various artistic games. The audience will decide who wins.

Sculpting & Modelling
Hosted by Akeyla

This panel will be a “guided tutorial” for up to 20 active participants (plus any amount of passive audience). During the workshop, people will have the chance to sculpt a small polymer figure. Akeyla will give hints and tips, and show examples of her work in order to explain how to get the proportions right, how to create fur or scale textures, and much more. Even if you haven’t signed up… everyone is welcome to join in as a spectator. And maybe there are still some free spaces for artists left, who knows?

The 3D Portfolio Review
Hosted by Timothy Albee

Former Disney Employee and 3D Animation veteran Timothy Albee (of “Kaze, Ghost Warrior” fame) will be offering a “3D Portfolio Review” panel. That means, if you’re a 3D artist, you are invited to bring your own productions on DVD or CD-R, and have them reviewed by him. Timothy will offer his advice, covering all production details, and discuss with the participants what is necessary to make your work look professional. Also, if you happen to have professional ambitions (which is not a requirement to take part), Timothy can tell you what you can do to get hired, or at least to get a possible employer to call you back. Participation is not limited to animation artists. All kinds of 3D work is welcome.

Furries and Journalists
Hosted by o’wolf

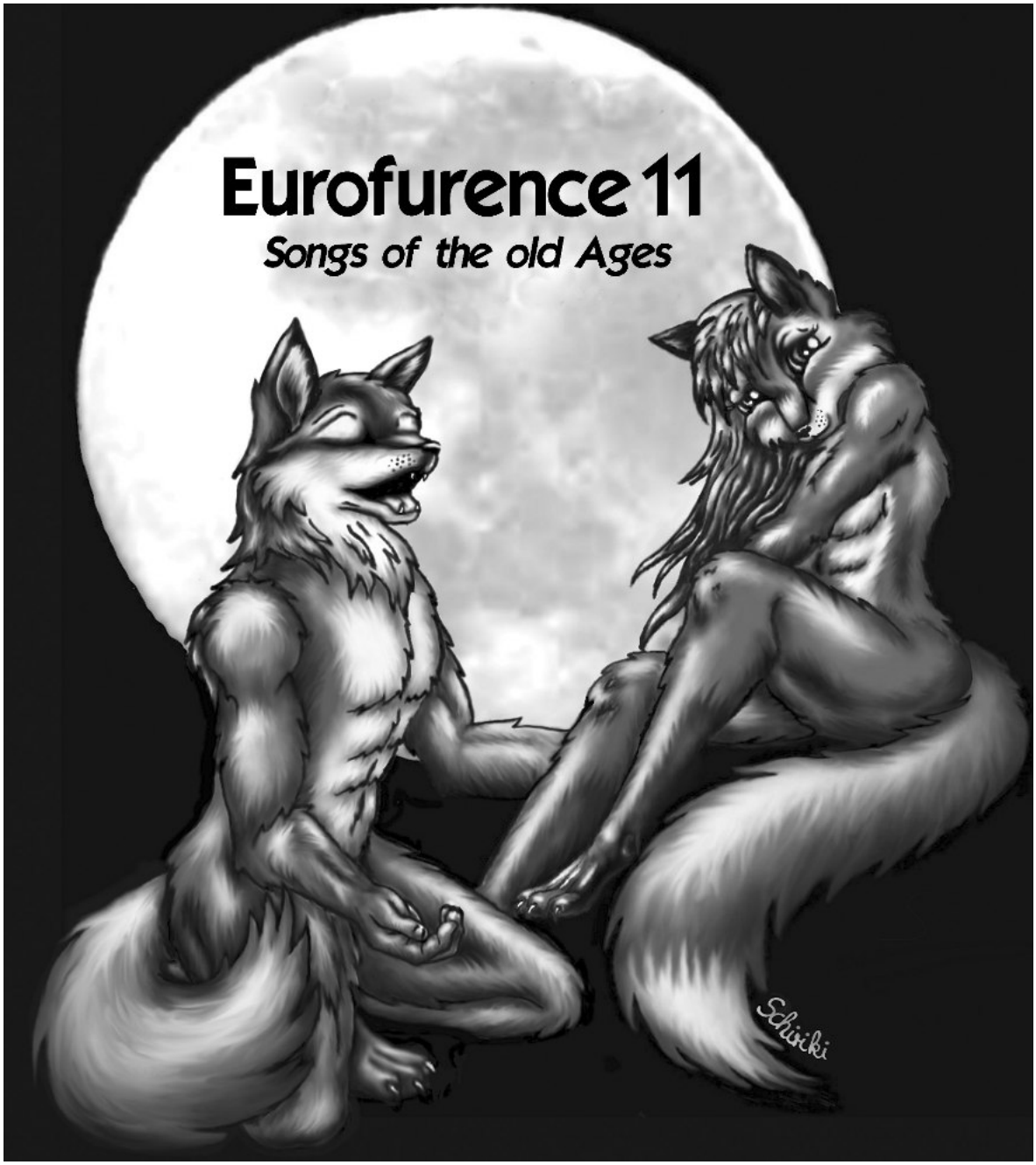
How to behave if you get approached by a reporter: As being part of a fandom that is heavily influcenced by numerous products of the pop culture industry, we of course get recognized by popular media in return, both in fiction such as the (in)famous CSI episode, and in journalism. The coverage of the past was friendly in general, however the good impression was often somewhat spoiled by furries that weren’t properly prepared. While the widespread lack of basic knowledge about journalistic media is just a minor nuisance at present, it could become quite dangerous to the fandom once the wind changes and someone wants to put us into a bad light. In this workshop, we’ll cover the subjects of different types of journalistic media, the various forms of coverage, and ways to to protect you and the fandom from unpleasant publicity.

Heather Alexander In Concert
Performed by Heather Alexander & Band

Eurofurence is proud to present this year’s Guest of Honor, Mrs. Heather Alexander. She will be performing songs from all over her musicial spectrum. The first part of the concert is reserved to her solo works. In the second half of the concert, she will be joined by various guest musicians, venturing deeper into the celtic rock territory that made her the world-reknowned artist she is today.

Uncle Kage vs. 2, the Ranting Gryphon
Performed by Uncle Kage & 2, the Ranting Gryphon

This event should be more appropriately titled “Clash of the Titans”: Uncle Kage and Two the Ranting Gryphon, presenting storytelling and stand up comedy at its best… combined in one big event! Fasten your seatbelts and prepare your laughing muscles for impact, because sometimes, the truth *does* hurt! The first hour of the show will be dedicated to Uncle Kage, then our Gryphon will take over the stage for another hour. And only your personal deity of choice knows what might happen then…



Timetable – Saturday

	Stage Area (Eppelein-Saal)	Room 1 (Hans Beheim)	Room 2 (Veit Stoß)	Room 3 (Albrecht Dürer)	Gallery	Upper Lobby	Video Show (Hans Sachs)
08:00-08:30	**Breakfast Break**						
08:30-09:00							
09:00-09:30							
09:30-10:00							
10:00-10:30	Furry Music Café		Painting on Feathers		Dealers' Setup (Dealers only)		Two Brothers
10:30-11:00							
11:00-11:30							
11:30-12:00							
12:00-12:30	**Lunch Break**						
12:30-13:00							
13:00-13:30							
13:30-14:00	Masq.Briefing	Playing the Guitar	Draw as you Dream		Dealers' Alley	Art Show (closes 18:15)	Shrek 2
14:00-14:30							
14:30-15:00							
15:00-15:30	Masquerade			Emotions & Facial Expressions			Balto 3
15:30-16:00							
16:00-16:30							
16:30-17:00		Photoshop Workshop	Low-Cost Fursuiting				Rock & Rule
17:00-17:30							
17:30-18:00							
18:00-18:30	**Dinner Break**						
18:30-19:00							
19:00-19:30	Art Auction						Home on the Range
19:30-20:00							
20:00-20:30							
20:30-21:00	Pawpet Show						Fraggle Rock
21:00-21:30							
21:30-22:00							
22:00-22:30							Shark Tale
22:30-23:00							
23:00-23:30							
23:30-00:00							Father of the Pride (7–13)
00:00-00:30	Dance (open end)						
00:30-01:00							
01:00-01:30							

The Furry Music Café
Hosted by Chama

Welcome to the furry Music Talent Show, where amateurs and professionals share their songs with the audience… often, for the very first time. There will be coffee, cola, cookies and currants; there will be music, mystique, minstrels and more. Come hear the songs of the past; come hear the songs of the future! Have you written a song that you would like to perform? Would you perhaps help out performing a song together with others? The stage is yours.

Painting on Feathers
Hosted by Meeko

The title says it all… if you want to learn about the techniques required to create miniature paintings using real bird feathers as their background medium, this workshop is for you.

How to play the Guitar… better!
Hosted by Tabbiefox

Have you ever thought of trying to play a nylon guitar but didn't know how to start? Do you play as a hobby and want to try getting better? If you are afraid of guitars, in love or angry with them, but mainly – if you would like to know something more about playing them, this sig might be the one for you, no matter if you are a beginner or an advanced player. You will get to know the important basics, simple ways to ease the technique of your paws, plus tons of hints and useful tricks, simply whatever you may be interested in.

Draw as you Dream
Hosted by Timothy Albee

Creating a new piece of art usually starts with a vision, and a blank page. There have been many panels about drawing and coloring techniques, but for most artists, mastering the techniques of using the proper tools to draw lines, colors and textures is a small effort compared to the challenge of creating a piece of art that lives up to what they had in mind before the first line was drawn. This panel will be about the 'secrets' of connecting your visions to the page. Learn about creative spirituality and "The Way of the Artist".

The Masquerade
Directed by TaniDaReal

This year, fursuits will be back on stage, showing off their costumes, or performing short funny skits! There is no more separate "fursuit show" and "fursuit contest". Due to popular demand, we've toned down the "contest" aspect. There will only be a simple "Best of Show" voting by the audience, otherwise it's all supposed to be non-competetive fun. It's possible to sign up until shortly before the show, no need to be shy! If you don't have a performance in mind… don't worry. It's perfectly okay to pick some music, and just do "a little turn on the catwalk".

Emotions & Facial Expressions
Hosted by Cairyn

To convey an emotion successfully is essential for the involvement of the spectator, not only for comics and animation, but also for single, non-sequential pieces of art. How does the artist create emotion, and how do the classic techniques – taken from realistic art – transfer to the often cartoony and abstract style of furry art? Cairyn will present some possible answers.

The Photoshop Workshop
Hosted by Bander

Have you ever wondered how to give your artwork the final finishing touches in order to get professional-grade results? Or how to properly use Photoshop as a drawing tool? How to do digital shading and coloration? Wonder no more, just attend this workshop, and have it all explained to you by the experienced digital artists Bander and Blue_Panther.

Low Cost Fursuiting
Hosted by Atalon

Atalon, who makes and sells mascot costumes for a living, will be hosting this live performance, to be performed on a live subject. He will show you how to build a Fursuit from low-cost materials and scraps, like Jim Henson did with his early puppets. The audience is invited to throw in ideas, and lend him a hand or two. Atalon will bring all needed materials: Scrap materials he found in the streets of his home town, Karlsruhe.

Art Auction

We are honored to welcome the unforgettable Uncle Kage back as our auctioneer! All pieces in the artshow which have collected more than a certain number of bids go into the auction, where they will be auctioned the traditional way. Winners can pick up their artwork on Sunday morning.

HEAT 3 – Including:
Comic by Adam Wan!

NOW – AT THE DEALER'S DEN!
EUROFURENCE 11

New products by:

Sofawolf Press

BLACK - PAW - PRODUCTIONS
FINEST ANTHROPOMORPHIC PUBLICATIONS IN EUROPE
Books - Zines - Comics - Prints - CD/DVDs - Videos - T-Shirts
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The Pawpet Show – Lionel Scritchie and the Songs of the Old Ages
Directed by Cheetah

It's once again time for a story from LSD (Lionel Scritchie's Dormitory), presented by DOPE (The Department of Puppetry Entertainment). Shocking news for Lionel Scritchie: Fate strikes when he least expects it, and before our four friends Lionel, Poke, Lori and Mika know, they get deeply drawn into a sinister plot involving ancient myths, songs of old ages, and the music recording industry…

Dance Party
Performed by DJ BigBlueFox

We'll do our best to start in time, but the two preceeding events, especially the Art Auction, may run a bit over time. But don't go to bed early, because those who did so last year, deeply regretted it! Our resident DJ BigBlueFox is going to spin the records, and everyone's invited to join the party and dance their paws off! For Fursuiters, the backstage area will be open, providing a room directly next to the dancefloor where you can take a rest, go "headless", and cool down.

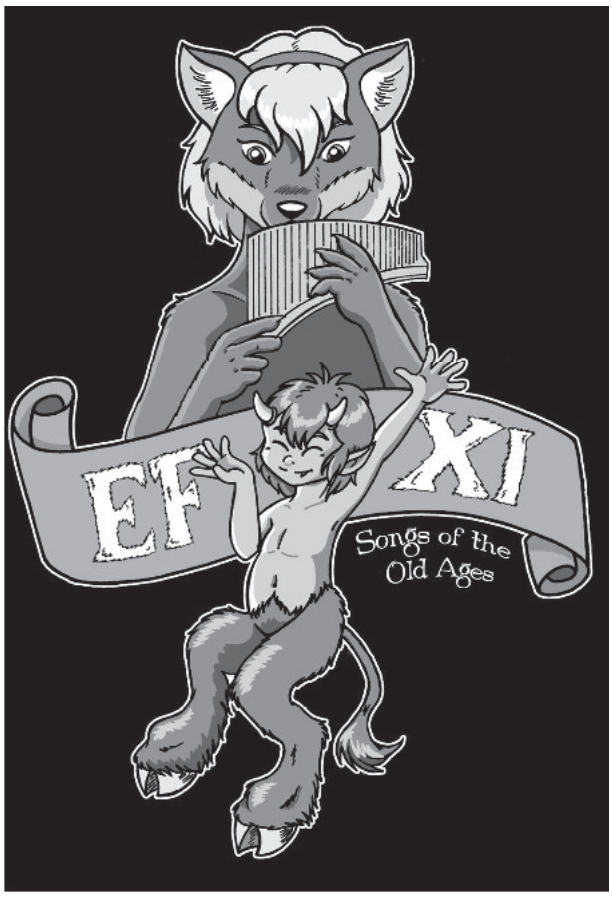
	Gallery	Outside
08:00-08:30	Breakfast	
08:30-09:00		
09:00-09:30		
09:30-10:00		
10:00-10:30	Art Sales	
10:30-11:00		
11:00-11:30		
11:30-12:00		
12:00-12:30		
12:30-13:00		Group Photo
13:00-13:30	*The End!*	

Art Sales

If you won one or more pieces in the bidding or during the art auction, you should come pick it up here and now. Payments must be made in Euro cash. Also, if you are an artist, you should come here and take the artwork that was not for sale or didn't sell (if there is any) back home with you.

Group Photo Event

The group photo is a long-standing Eurofurence tradition. The more people come, the better! Photographers needed! Bring your camera!



EUROFURENCE XI
Nuremberg 05

Shark Tale

USA, 2004 (92 min) Language: English

"Shark Tale" is a mafia movie, set in the world of saltwater fish. Bottom-feeding wrasse Oscar works down at the 'Whale Wash', scrubbing down whale-tongues while daydreaming of becoming rich and famous. So when an anchor kills one of the Great Whites terrorizing his city, Oscar happily takes the credit. Dubbed "The Shark Slayer" he revels in his newfound popularity – but it's only a matter of time before the dead shark's father, the feared Don Lino, catches up with the apparent killer. Oscar teams up with the Don's runaway son – a placid vegetarian shark named Lenny – to save the city and get pa to accept Lenny for what he really is.

Garfield, the Movie

USA, 2004 (77 min) Language: English

The combined live action & CGI picture is adapted from the syndicated cartoon strip read in 2600 newspapers by 260 million readers around the globe. In his film debut, Garfield's owner, Jon, takes in sweet but dimwitted pooch Odie, turning Garfield's perfect world upside down. Now, Garfield wants only one thing: Odie out of his home and life! But when the hapless pup disappears and is kidnapped by a nasty dog trainer, Garfield, maybe for the first time in his life, feels responsible. Pulling himself away from the TV, Garfield springs into action.

Home on the Range

USA, 2004 (76 min) Language: English

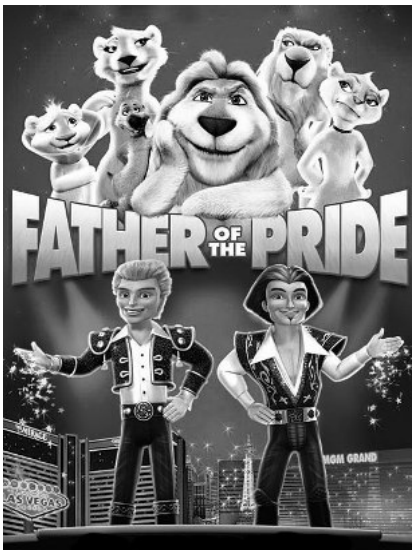
This is Walt Disney Feature Animation's final traditionally animated feature film, ending the 44-film legacy that began with Snow White and the Seven Dwarfs in 1937. Life is at its best for the happy animals at "Patch of Heaven", a "pretty as pie" dairy farm way out west owned by a kindly lady named Pearl. Seldom is heard a discouraging word except perhaps from Jeb, a cantankerous old goat who thinks every tin can belongs to him. In her unofficial role as barnyard boss is Mrs. Caloway, a fastidious British cow with an air of authority and a stylish straw hat. Grace, the younger cow, is wide-eyed, a bit naïve, and has a penchant for new age thinking. The farm's other inhabitants include a colorful assortment of pigs, chicks, and ducks.

Shrek 2

USA, 2004 (92 min) Language: English
Shrek and Princess Fiona return from their honeymoon to find an invitation to visit Fiona's parents, the King and Queen of the Kingdom of Far, Far Away. With Donkey along for the ride, the newlyweds set off. All of the citizens of Far, Far Away turn out to greet their returning Princess, and her parents happily anticipate the homecoming of their daughter and her new Prince. But no one could have prepared them for the sight of their new son-in-law. Little did Shrek and Fiona know that their marriage had foiled all of her father's plans for her future… now the King must enlist the help of a powerful Fairy Godmother, the handsome Prince Charming and that famed ogre killer Puss In Boots to put right his version of "happily ever after".

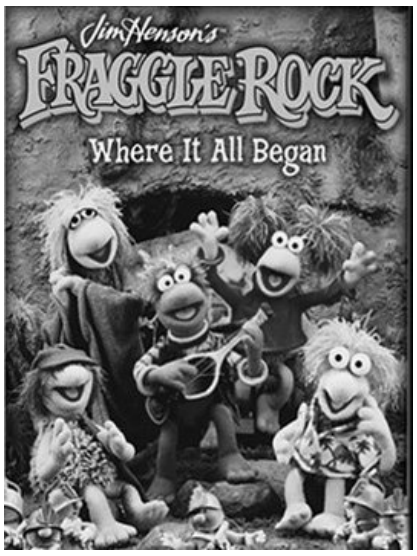
Silberflügel / Silverwing

Canada, 2003 (240 min) Language: German
Long ago, there was a great war between the beasts of the land and the birds of the air. Because the bats shared aspects of both sides, they chose to stay neutral in the conflict. For that, both sides banished the Bats to the night, never to see the sun again. In the present day, a young undersized Silverwing bat named Shade, dares to violate that law. As a result, the Owls demand he be surrendered to them for punishment, and when the colony elder refuses, the Owls destroy the colony's home of Treehaven. During the escape, Shade becomes separated on a island where he finds a new friend, a bat named Marina. Together, they set about to rejoin Shade's colony, but events are unfolding that threaten his people, and perhaps only the young bats can stop it.



Father of the Pride

USA, 2004 (260 min) Language: English
This breakthrough, CGI-animated comedy is a wild take on the "family" sitcom – it's a hip and edgy look into the lives of a pride of white lions that perform in Siegfried & Roy's Las Vegas act. At work, Larry is the star of the show, but at home with his wife Kate, it's a different story. Each day it's something new: dealing with his teenager's possible catnip abuse, fighting the urge to eat the gopher girlfriend of his best buddy, or agonizing over whether to whack a neighborhood zebra to replace his father-in-law's prized rug. It's no

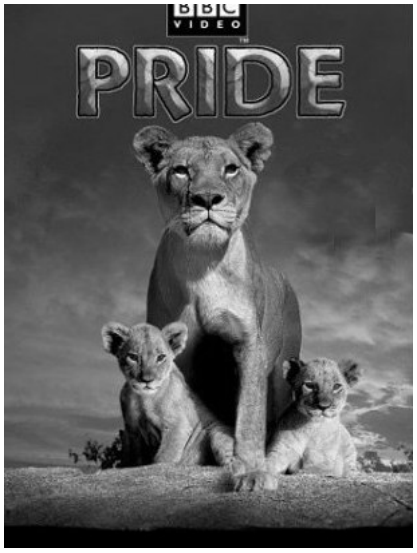


wonder Larry can't remember his own wedding anniversary! He's learning the hard way that it's not always easy being the Father of the Pride. Nominated as Best New Comedy by the People's Choice Awards.

Fraggle Rock – Where it all began

USA, 1983 (90 min) Language: English

Beginnings: Gobo's Uncle Traveling Matt discovers a way to leave Fraggle Rock and venture out into our world – a land he calls Outer Space. Thus begins the adventures of Gobo, Mokey, Wembley, Boober, and Red. Marjory the Trash Heap sees it as trouble. *Wembley and the Gorgs:* The giant Gorgs, who claim to be the rulers of the universe, capture Wembley Fraggle and enslave him. Gobo, Red, Mokey and Boober form a rescue party but soon need rescuing themselves. *Let the Water Run:* Red plans a one-Fraggle swim show, but just before the performance, a drought hits Fraggle Rock, and the swimming hole turns into a mud puddle. The pipe bangers are unable to work their usual magic. Red tries to solve the problem – and finally does – with a little help.



Pride

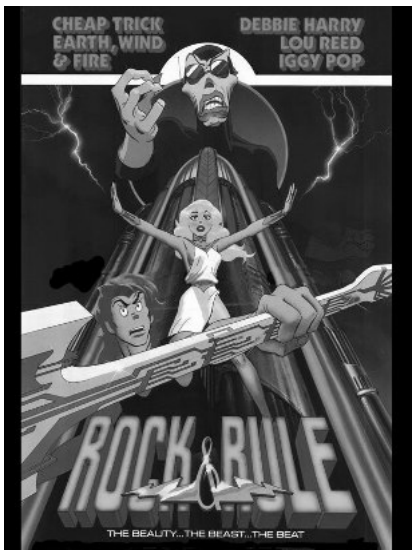
United Kingdom, 2004 (87 min) Language: English

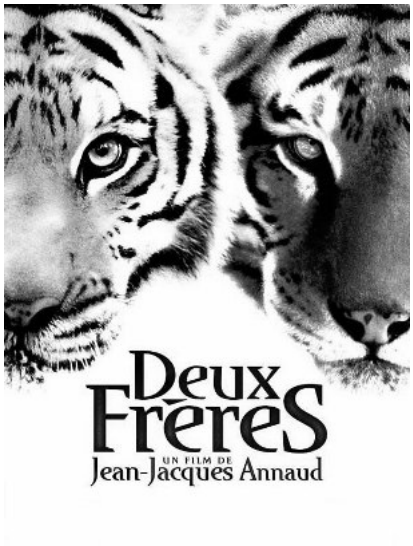
Real animals are the stars of this live-action film, set against the visually stunning backdrop of East Africa. By combining breathtaking natural history footage, cutting-edge animation techniques and a high-profile voice cast, Pride allows the animals to talk to each other and tell the story themselves. Accepting the traditions of family life can sometimes prove too much for a mischevious young lion cub like Suki. But on the whole, growing up in the Serengeti is good, and it seems nothing can disturb the harmony of her peaceful pride. Then tragedy strikes, and it tests her courage and exposes the laws and forces of nature in her struggle to survive. Character effects and animation by Jim Henson's Creature Shop.

Balto III – Wings of Change

USA, 2005 (79 min) Language: English

The mail in the north used to be delivered by dogsled, but the success of airplane delivery leaves Balto and the other sled dogs feeling neglected. A pilot brags that he is capable of distributing a variety of packages much faster than Balto's





dog-sled team. Balto and his team welcome the challenge from the pilot. A competition is quickly set up for the two teams, one of the ambitious pilot and the other Balto and his dog-sled team. Things seem to be proceeding much like other competitions out on the Alaskan front; however, when the pilot is lost in the wilderness, the sled dogs get the opportunity to show their worth. The story prominently features Balto's son, Kodi, who was among the puppy litter that we met in Balto II.

Rock & Rule

USA, 1983 (77 min) Language: English

Rock & Rule is set in a post-apocalyptic future where rats, cats, and dogs have all evolved into anthropomorphic critters. The film concerns a rock band that simply hasn't found its way. Tensions are high as the band members try to accommodate the views and styles of two dramatically different front people, guitarist Omar, a charismatic though snide young rat and vocalist Angel, a gorgeous, angel voiced siren. When Mok, the famous and feared rock god, comes to Ohmtown and hears the Angel's voice, he realizes that it is the voice he's been searching the country for. Mok is trying to raise a demon from the fiery pits of Hell and to do so he needs "the" voice, a special voice. Mok kidnaps Angel, luring her in with a record deal…

Two Brothers

France, 2004 (101 min) Language: English

Set not so long ago in a distant land, the film follows the adventures of twin tiger cubs – one shy and gentle, the other bold and fierce – who are born among the temple ruins of an exotic jungle. However, on a fateful day, the brothers are separated by fate. The bold brother is sold off to a circus, where homesickness and living in a cage rob him of his spirit. Meanwhile, the shy cub becomes the beloved companion of the governor's lonely young son, until an accident forces the family to give him away to a man who resolves to break his gentle nature and turn him into a fighter for sport. When they are fully grown the brothers find themselves reunited – but as forced enemies, pitted against each other.

The History of Music
in the European Furry Fandom

The term “Furry Music” was coined a long, long time ago, and has been widely disscussed ever since. What it generally means is, music written by Furries, aimed at Furries, no matter if the songs or the music are openly dealing with furry topics in their lyrics. It’s the inspiration that makes “furry music” furry.

Back in the days when internet access was not yet a commodity, and people had to use clumsy modems, and mp3 was not yet available for widespread online distribution, furry musicians faced one serious problem: How to share their music, spanning the enormous geological distances?

It was the same time that the first recordable CDs became available, and so, very soon, the idea was born to produce a CD. Each participating artist would digitally record their own songs, and Cougar, one of the first lucky persons owning a CD-R drive, would then burn them on CD, which was then to be sold without any profit. This was the birth of “Furry Fantasies”, which was originally planned to be a one-time effort, of musicians that never ever physically met.

Soon after the publication of Furry Fantasies, Chama installed a web site called “The Furry Music Foundation”, which is until today serving as a repository for the works of furry amateur musicians from all over the world.

It was two years later, at Eurofurence 4 in Heeze/NL, where Eisfuchs, Fairlight and Redlouts met each other. All of them had their guitars with them and they quickly started playing together, jamming on chords and showing each other fragments of songs they had written. A day and a half later a new song was born (“To your mind / Furry Fantasies 2”) and performed on Saturday afternoon in the movie hall by six musicians who had never been playing together before, one of them even never been

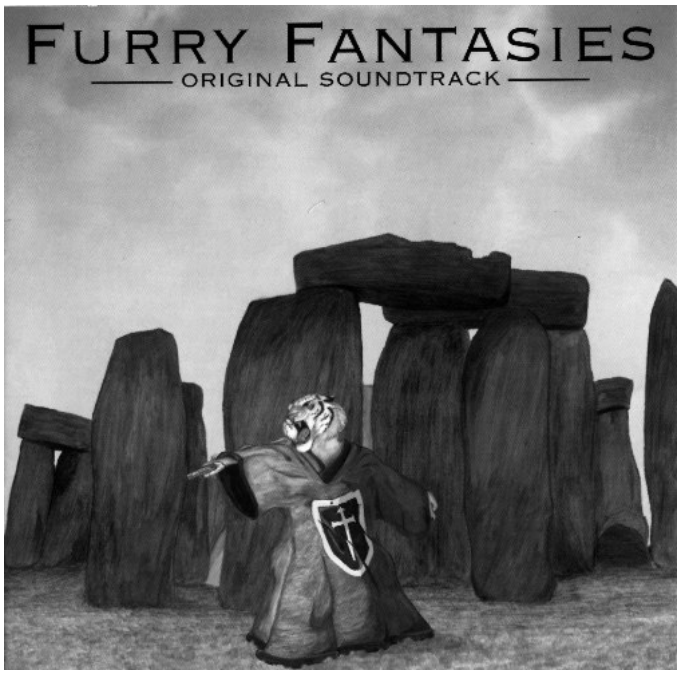
playing an instrument before. This song can now be considered the beginning of the production of “Furry Fantasies 2”. The musicians recorded their demo tracks and sent them to the music studio in Berlin, where the CD was mastered.

Eurofurence 5 in Berlin was the first European convention with a planned music event. The artists of “Furry Fantasies 2” came together and performed live in front of the audience. And even though they only rehearsed for one day the show was well received by the crowd.

Music has found its place on every convention ever since that day. On every meeting you will find a group of musicians playing together, teaching each other new chords and songs, or just enjoying a nice jam session.

The lack of function space on Eurofurence 9 in Samopše/CZ was resolved by renting a huge tent that was set up on the lawn of the con site. This created a unique environment for the people. Chama thought it would be nice to have the musicians playing together again, and matching the setup he called the people not to perform in a concert but to sit together in a loose group, playing songs and present new ideas and scraps of songs-to-be. He called it the “Furry Music Café”, and to live up to it’s name they offered coffee, cookies and cake to the guests. EFX followed this new concept, as well as reserving time and space for the old-fashioned jam session.

Now, at Eurofurence XI, music has become the main theme of the convention. Like the years before there will be a jam session and Chama will host the “Furry Music Café” again. And if you are a friend of folk rock music, you don’t want to miss the main event: Heather Alexander in concert. Our guest of honor will be performing live on the main stage together with a bunch of furry musicians. We are looking forward to see you there!



Acknowledgements

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Dais (Torsten Kleinwächter)
Fursuit Leads:
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TaniDaReal (Tanja Freese)
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Loewi (Ingo Schumacher)
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MOW (Mark-Oliver Wolter)
Tristan (Nils Decker)
& many helpers

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Transportation & Traffic Control:
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Additional Crew:
Footpad (David Hughes)
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Kralle (Maik Dulsmann)
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Pegla (Danny Palic)
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Wolffire (Heiko Stangel)
Boris (Christopher Altwein)
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kovu (Christian Hesse)
Kyron (Mike Jendrny)
SiBERTiGER (Oliver Staubach)
Tristan (Nils Decker)
carter (Thomas Vollmöller)
Wolfy Luna (Maarten van den Berg)
& many helpers

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pg. 39: Blue Panther (Robert Keller)
pg. 39: Mbala (Roman Ženka)
pg. 39: Xan (Dominik Walter)

Stage Crew

Technical Supervisor & Sound Engineer:
Jaryic (Henning Stalke)
Live Video & Sound FX:
Cheetah (Sven Tegethoff)
Lighting Operators:
Nightfox (Nico Buchmühlen)
Foxy (Hans Bernhard Streit)

Heather Alexander in Concert

Concert Manager:
Cheetah (Sven Tegethoff)
Technical Supervisor:
Jaryic (Henning Stalke)
Stage Backdrop:
Blue Panther (Robert Keller)
Lead Vocals, Guitar, Fiddle, Bodhran:
Heather Alexander
Guitar:
Rajan (Thomas Ebeling)
Drums:
The CLA (Axel Müller)
Bass:
Taibu (Christoph Kellner)
Piano:
Jaryic (Henning Stalke)

Pawpet Show

Director:
Cheetah (Sven Tegethoff)
Script:
Cheetah (Sven Tegethoff)
Eisfuchs (Dario Abatianni)
Fairlight (Marcus Hess)
Sound Design:
Cheetah (Sven Tegethoff)
Jaryic (Henning Stalke)
Scenic Design:
TaniDaReal (Tanja Freese)
Backstage Coordinator:
Reesa (Barbara Mader)
Props Department:
Eisfuchs (Dario Abatianni)
Reesa (Barbara Mader)
Xan (Dominik Walter)
Tigerseye (Tobias Schweitzer)
Puppeteers:
Fairlight (Marcus Hess)
Eisfuchs (Dario Abatianni)
Lynard (Dirk Lang)
TaniDaReal (Tanja Freese)
Stage Hands / Assistant Puppeteers:
o'wolf (Jörg Reuter)
Tigerseye (Tobias Schweitzer)
Xan (Dominik Walter)
Zefiro (Frederic Ahring)
Stage Setup:
Eisbaer (Robert Hofmann)
FinFarenath (Florian Walter)

Main Events

BBQ:
Akeela (Peter Plickert)
Art Show:
Watani (Richard Wagensveld)
Cairyn (Ronald W. Klemp)
& many helpers
Art Auction:
Uncle Kage (Dr. Samuel Conway)
Video Show:
Cheetah (Sven Tegethoff)
Dealer's Alley:
BigBlueFox (Karsten Auchter)
Uncle Kage vs. 2:
Uncle Kage (Dr. Samuel Conway)
2 Gryphon (Matthew Davis)
The Masquerade:
TaniDaReal (Tanja Freese)
The Furry Music Café:
Chama (Thomas Hagenfeldt)
Jam Session:
Eisfuchs (Dario Abatianni)
Furdance:
BigBlueFox (Karsten Auchter)
Game Show:
Akeela (Peter Plickert)

Panels

3D Portfolio Review:
Amadhi (Timothy Albee)
Dance Dance Revolution:
Alex Eagle (Alexander Schuler)
Draw as you Dream:
Amadhi (Timothy Albee)
Emotions & Facial Expressions:
Cairyn (Ronald W. Klemp)
Feather Painting:
Meeko (Andrea Kloos)
Furries and Journalists:
o'wolf (Jörg Reuter)
Fursuit Roundtable:
Chairo (Lee Strom)
Single Speed Cheetah (Mark Kobayashi)
Get to Know the Others:
Mystifur (Oliver Bartel)
Kaelin (Evert Elling)
How to Play the Guitar:
Tabbiefox (Jozef Zsapka)
Low-Cost Fursuiting:
Atalon (Markus Kalkbrenner)
Meet Heather Alexander:
Eisfuchs (Dario Abatianni)
Photoshop Workshop:
Bander (Richard Mulder)
Blue_Panther (Robert Keller)
Sculpting & Modelling:
Akeyla (Barbara Utzinger)
Walking with Inhuman Spirits:
Amadhi (Timothy Albee)

T-Shirt

Artists:
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Alpha_Ki (Karoline Baumwolf)
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MOW (Mark-Oliver Wolter)
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Printex GmbH

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Wolffire (Heiko Stangel)
Tristan (Nils Decker)
Foxy (Hans Bernhard Streit)

We've tried very hard to make this list complete, but it's a moot effort: It's simply impossible to mention everyone.
Eurofurence XI says ***THANK YOU*** to all the people who helped making this convention happen.